

ABSTRACT OF THE DISCLOSURE

1 An electronic game for multiple, preferably two, players
2 requires that the players act independently and cooperatively at
3 different points in the game in order to complete the game.
4 Different modes of cooperation are provided within the context of
5 the game story and include, for example, holding a door for a
6 player, handing a tool to a player, giving an item to a player,
7 helping a player lift an object, etc. The cooperation required by
8 the game includes requiring the result that only both players can
9 complete the game together; neither player can complete the game
10 without the other. A split-screen mode and a single-screen mode
11 are utilized to enhance the difference between independent action
12 and cooperative action. When players are cooperating, generally a
13 single-screen mode is used and when players are acting
14 independently, generally a split-screen mode is used. The game is
15 preferably embodied in a medium readable by a personal computer
16 such as a CDROM or DVD. However, the game may be embodied in any
17 of several types of electronic game formats such as video game
18 cartridges, dedicated hardware device, etc.